

2013 SOUTHWEST POLICE MOTORCYCLE TRAINING AND COMPETITION OFFICIAL RULES

A. RULES COMMITTEE

1. A Rules Committee will be established to settle all disputes that cannot be settle at the judge's level. All decisions of the Rules Committee are final.
2. The Rules Committee will be selected in the following manner:
 - a) At least five members from qualified entrants will be chosen by the Competition Director to serve on the Rules Committee.
 - b) Competition Director will be the Chairman of the Rules Committee.
3. All questions submitted to the Rules Committee will be discussed and put to vote at the direction of the Chairman.
 - a) The Chairman will not have a vote but may offer solutions to be considered.
 - b) Majority vote rules.
 - c) Videotapes will not be considered. The judge's rules are final.

B. GENERAL RULES

1. Competition is open to all law enforcement officers who are currently certified on a police motorcycle.
2. Riders must compete on a police motorcycle of at least 900cc, which is equipped in a normal deployment configuration. No modifications for the purposes of competition are allowed, i.e. non-stock tires, engine modifications or exhaust modifications. Disengagement of an ABS system is not permitted.
3. Riders must compete in their appropriate deployable uniform, with normally deployable equipment that is utilized on duty.
4. All riders will wear their department issued helmet, which must be DOT approved. The helmet shall be properly fastened while the motorcycle is in operation.
5. Prior to entering an event, a rider or team will be allowed up to five minutes to repair or replace a motorcycle that is malfunctioning. Once a rider or team has begun the event and breakdown occurs, the competitor must notify the Rules Committee. The Rules Committee will look at the cause of the breakdown and possibly, with the help of a mechanic, rule as to allow a re-ride or to disqualify the participants run. Re-rides will not be allowed for clutch failures, out of gas, flat tires, damage as a result of a crash, etc.

6. Entrants will compete in a class of motorcycles similar to their own. Motorcycles of the same make and model and/or similar performance capabilities will be grouped together. Assignment to a classification is dependent upon the number of entrants received and their respective motorcycles.

C. INDIVIDUAL COMPETITION

1. Awards will be presented in each division of the individual competition. The top three places will be awarded.
2. The object of the competition is to negotiate the course as quickly as possible, without incurring penalty points. All riders begin with a score of ZERO.
3. Penalty points are assessed as seconds and added to the raw time as follows:
 - a) Touch a cone.....2 seconds
 - b) Knock a cone down.....3 seconds
 - c) Put a foot down.....4 seconds
 - d) Drop a motorcycle.....5 seconds
 - e) Not complete an exercise.....8 seconds
(including not following the proper path)
 - f) Run out of an exercise.....10 seconds
(When both the front and the rear tire of the motorcycle exits the exercise and does not re-enter the exercise immediately. Two or more such penalties will result in the disqualification of that competitor's run)
 - g) Does not finish.....5 minutes
4. Riders will be required to make two timed runs through the course. After adjustments for penalty points are added, the two times will be averaged together for the final placement.
5. All riders will be placed in finishing order according to the average of their two runs. Winners will not be announced until the banquet.
6. All motorcycles will compete on the same course of travel.
7. Riders may only compete in one motorcycle class.

D. TEAM COMPETITION

1. There will be a separate four rider (team) event on a separate timed course occurring at the same time as the individual competition.
2. An agency with at least four participating riders is eligible for entry into the team competition. An agency may field more than one team, however, an individual may only compete on one team. A team may consist of riders from different agencies,

- but if an agency has four riders present with the same class of motorcycle, those four riders must compete as a team. If an agency has less than four riders in a class, they are encouraged to join with another agency's riders to make a team. Teams may not be mixed of different motorcycle classes.
3. Teams will be designated and registered when they arrive for the team competition.
 4. Penalties will be assessed as time added to the raw time to complete the course. Penalties will be the same as the individual competition.
 5. The four riders on a team will follow each other through the course. After each exercise is completed, the lead rider will fall back, becoming the last rider and the second rider will become the lead rider prior to entering the next exercise. This will continue through each exercise so that riders will rotate leading into the exercises. Failure to rotate properly will count as an incomplete exercise and an eight (8) second penalty.
 6. The first attempt will be free and any subsequent attempt by the same team can be purchased by a donation of \$5.00.
 7. Winners and runner-up teams will be awarded for each class of motorcycle.

E. SLOW RIDE COMPETITION

1. There will be an individual slow ride event that will be completed on a separate course at the same time as the individual competition.
2. Competitors will ride in a given path, as slow as possible, without incurring any penalties. If a penalty occurs, the time will be stopped and recorded for that individual. Penalties are the same as the individual competition. The time starts when the front wheel crosses the start line and ends when the motorcycle's rear tire crosses the finish line.
3. The first attempt is free and subsequent attempts can be purchased by a donation of \$5.00
4. Winners and runner-up awards will be given for each class of motorcycle.

F. PAIR RIDING COMPETITION

1. There will be a pair riding competition event on a separate timed course at the same time as the other events.
2. Two riders make a team. Riders may only ride on one team. Riders may be from different agencies but must be in the same class of motorcycle.
3. Riders must negotiate an obstacle course while their motorcycles are tethered together. If the tether is broken during the attempt, or if any penalty is occurred, no

time is recorded. Penalties are the same as the individual course. A time is recorded only on a clean run. The fastest time wins.

4. The first attempt will be free and subsequent attempts can be purchased with a \$5.00 donation.
5. Winners and runner-ups will be awarded for each class of motorcycle.
6. No modifications can be made to motorcycles. They must be in the same configuration as the individual competition.

G. PATTERNS

1. The cone patterns for the individual event, pair riding and team competition will be based on the 20 foot circle with numerous transitions. There may be larger dimensions but none will be smaller. Most of the patterns will be available on the web prior to the event but the actual course will not be disclosed until the riders meeting on Friday morning. There will also be a practice area set up for the individual competition so that riders may practice or warm up on Friday and Saturday.